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1990s Illuminati Game Cards Still Creating Controversy

From Wikipedia

11-21-11

Overview Of The Game

Illuminati is a standalone card game made by Steve Jackson Games (SJG), inspired by The Illuminatus! Trilogy by Robert Anton Wilson and Robert Shea. The game has ominous secret societies competing with each other to control the world through sinister means, including legal, illegal, and even mystical. It was designed as a "tongue-in-cheek rather than serious"[1] take on conspiracy theories. It contains groups named similarly to real world organizations, such as the Society for Creative Anachronism.[2] It can be played by two to eight players. Depending on the number of players, a game can take between one and six hours.

Genesis Of The Game

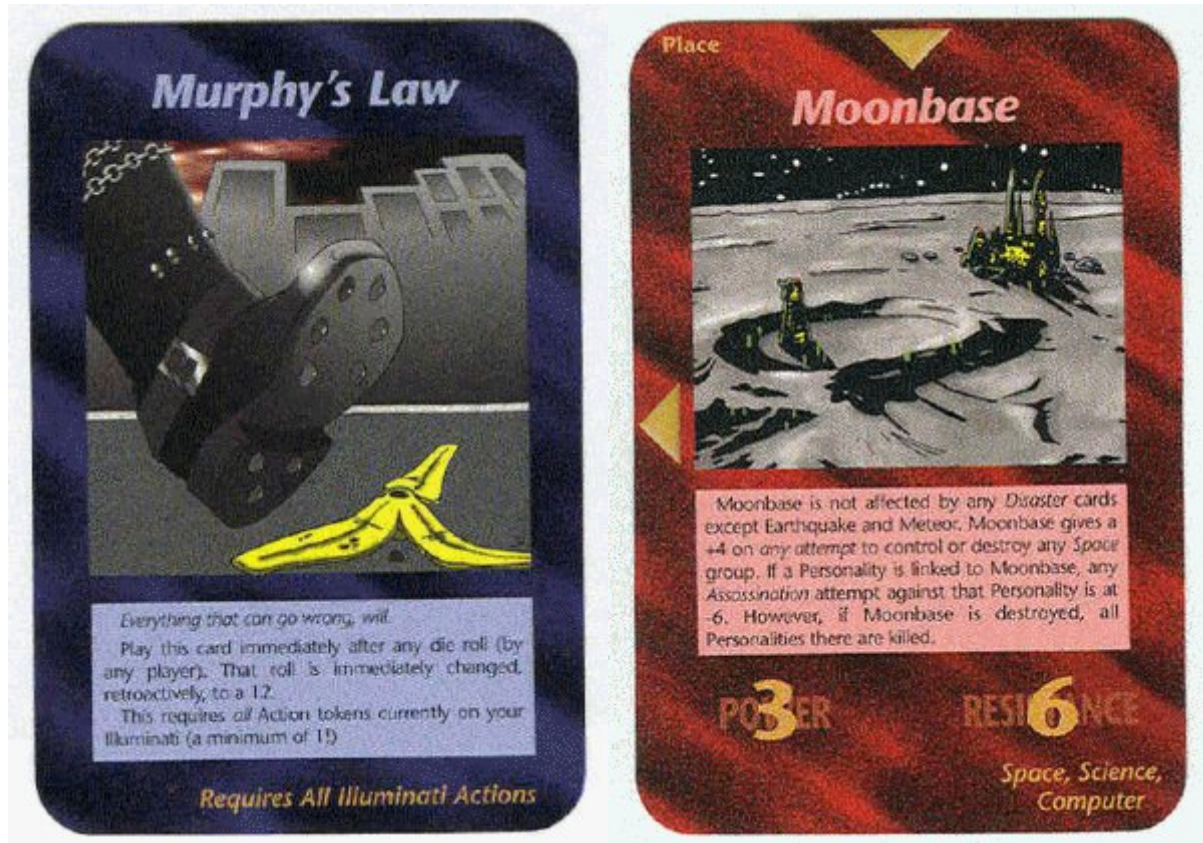
In September 1981, Steve Jackson and his regular freelance cover artist Dave Martin discussed their shared admiration of the Illuminatus! Trilogy, and the latter suggested a game. Steve Jackson decided against adapting the novel because of the expense of game rights, and the difficulty of adapting a novel with such convoluted plots. He decided "a game about the secret-conspiracy idea behind Illuminatus!" was doable.

After doing research on the Illuminati and conspiracy theories, and "extensive and enthusiastic playtesting" it went on the market in July 1982 in the Pocket Box format (a plastic box the size of a mass-market paperback) which was at the time the usual for SJG. Over the next few years, three expansions for the Pocket Box Illuminati game were published-the first two were substantially incorporated into the deluxe edition, while the third was an earlier version of what would become Illuminati: Brainwash.

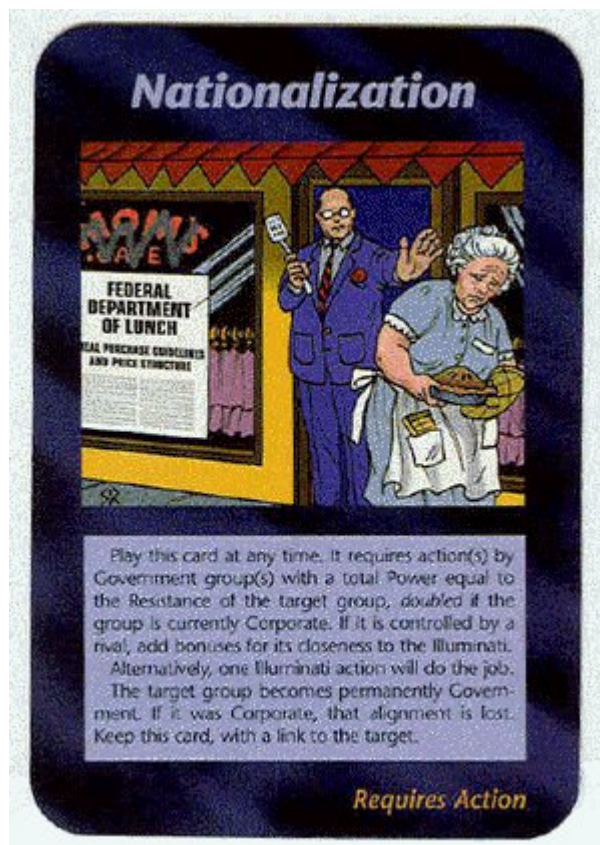
Robert Shea provided a four-paragraph introduction to the rulebook for the Illuminati Expansion Set 1 (1983), in which he wrote, "Maybe the Illuminati are behind this game. They must be-they are, by definition, behind everything." Despite this initial involvement, Wilson later criticized

some of these products for exploiting the Illuminatus! name without paying royalties (taking advantage of what he viewed as a legal loophole).[3] Later commentators have attributed both the game and the Illuminatus! Trilogy as using real conspiracies as "targets of ridicule." [4]

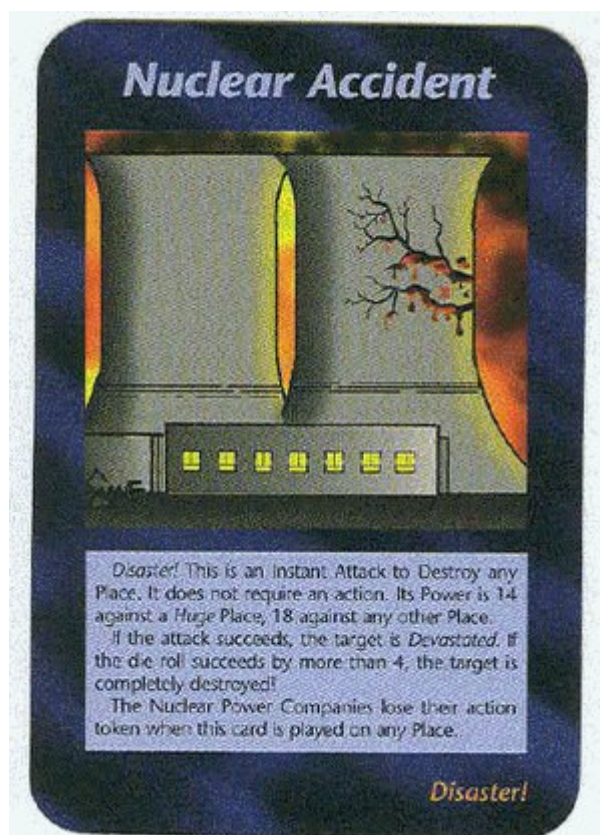
http://en.wikipedia.org/wiki/Illuminati_%28game%29



Nationalization of all businesses:



How did they know?



HAARP and satellite mind control?

Orbital Mind Control Lasers

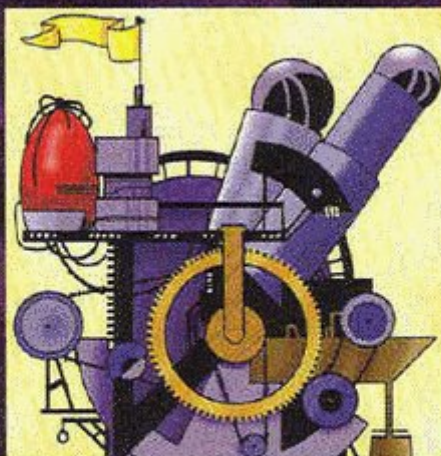


By using the Lasers' action, you may add, remove, or reverse an alignment of any group in play. You may do this at any time except during a privileged attack. The change lasts only for the rest of the current player's turn.

Unique Gadget

ACTION

Perpetual Motion Machine



It works. It really works. And 27 scientists have gone mad, so far, trying to build another one.

The group linked to this device gets one extra Action token at the beginning of each turn.

Unique Artifact Gadget

Phone Company



The Phone Company is capable of highly sophisticated traffic analysis on all calls, and can access any computer connected to the Net. During your turn, you may draw any two hidden Plot cards randomly from the hand of a rival, and look at them. This is a free move.

At any time, the Phone Company may use its action to draw any two hidden Plot cards randomly from the hand of a rival and expose them!

50/13

RESISTANCE

Corporate

**Science,
Computer**

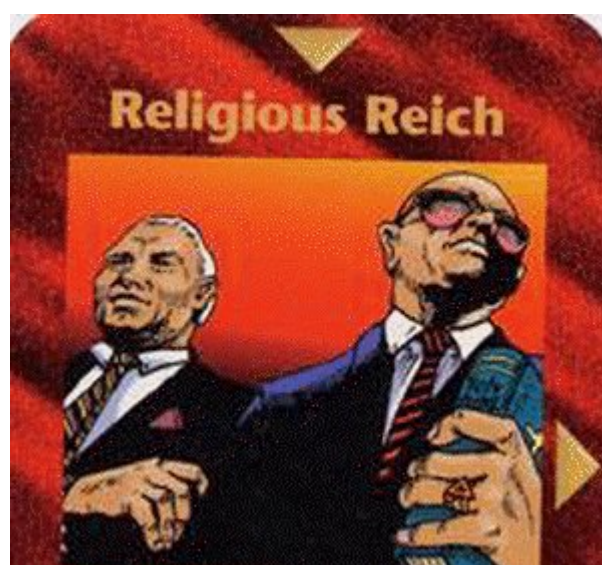
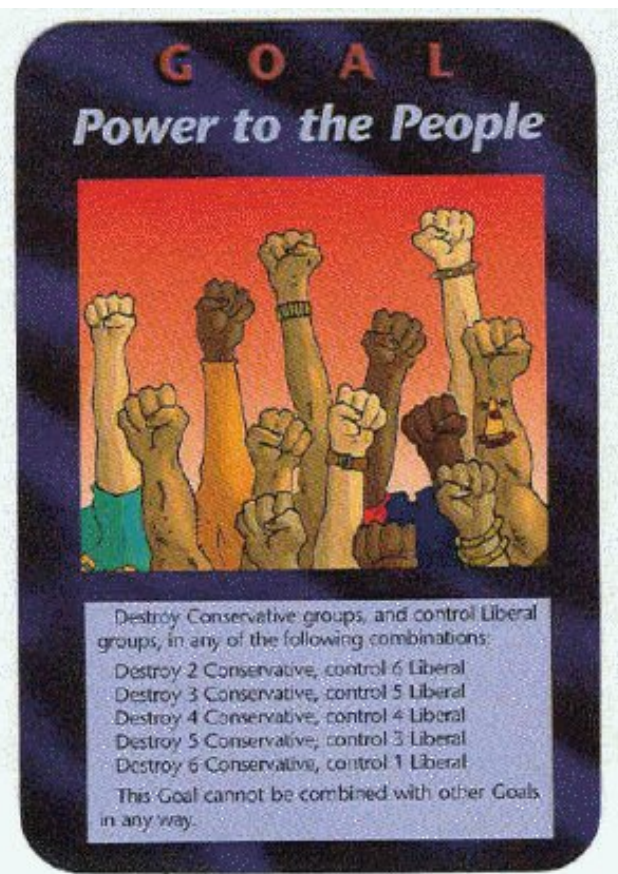
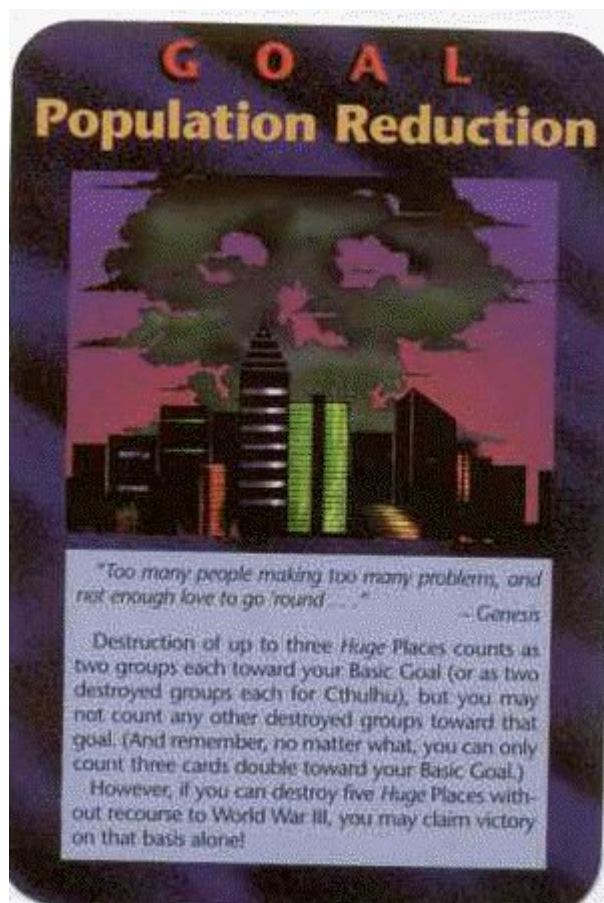
Poison



Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 8.

A single Criminal or Magic group may use its action for this attack, and add its own Power. This card is only Magic if used by a Magic group.

Assassination!



These cards were in fact made in 1990-1991.

Read the following but then WATCH THIS VIDEO: <http://www.ufo-blogger.com/2010/05/illuminati-card-game-bp-oil-spill.html>

For those in Oregon read this: What other types of disasters might the Illuminati have planned for us? In the card game we find the following: Tidal wave, Oregon disaster (type not stated), earthquake, hurricane, volcano, combined disasters, and meteor strike, just to name a few. Are you ready?



Oil spill card of Illuminati Card Game

Likewise another card, issued well before 9-11, showed the twin towers being taken down is one of the most shocking of all, especially in light of the fact that this game first hit the specialty stores in 1995! How in the world did Steve Jackson know that the Twin Towers of the World Trade Center were going to be attacked?

In fact, this card accurately depicted the World Trade Center attack in great detail. This card accurately depicts several facts of 9/11 - on cards created all the way back in 1995! The picture accurately depicts:

- * That one tower was going to be struck first; this picture accurately depicts the moments between the first tower strike and the second.
- * The card accurately depicts that the place of impact is some distance from the top of the twin towers. The plane hit in this approximate area of the first tower. How in the world could Steve Jackson know this fact?
- * The card accurately depicts the Illuminati leadership by showing on the building to the extreme left of the card the Illuminist pyramid with an all-seeing eye in the middle.
- * The caption at the top properly identifies the perpetrators of the attack as "terrorists"



However, what does the caption to this card mean? It says, "Terrorist Nuke". Now, what could this possibly mean? The Twin Towers were not destroyed by a terrorist nuclear device, or were they? In Bali Blast, the scientific data suggested that the hotel was taken down by a micro-nuclear device of about 0.10 kilotons. One can only ask: was a micro-nuclear device used at the base of the Twin Towers as well? That kind of small, but nuclear, explosion would account for the sudden manner the reinforced concrete and steel shell simply crumbled into dust as it fell. That kind of nuclear explosion would also explain the tremendous heat that stayed at "Ground Zero" for several months after 9/11. As we head into the planned "terrorist attacks" and attendant panics, we have to remain cognizant that a micro-nuke device might be the real culprit in some of these attacks

Pentagon Unless one had advanced knowledge of the Illuminati Plan, there is no way on earth that they would have been able to create pictures in 1995 that accurately depict the unfolding events of 9/11! The Pentagon is shown on fire; we know that a plane allegedly flew into a section of the Pentagon and nearly burned that section completely. However, the rest of the Pentagon was undamaged to the point where its functions continued unimpeded.

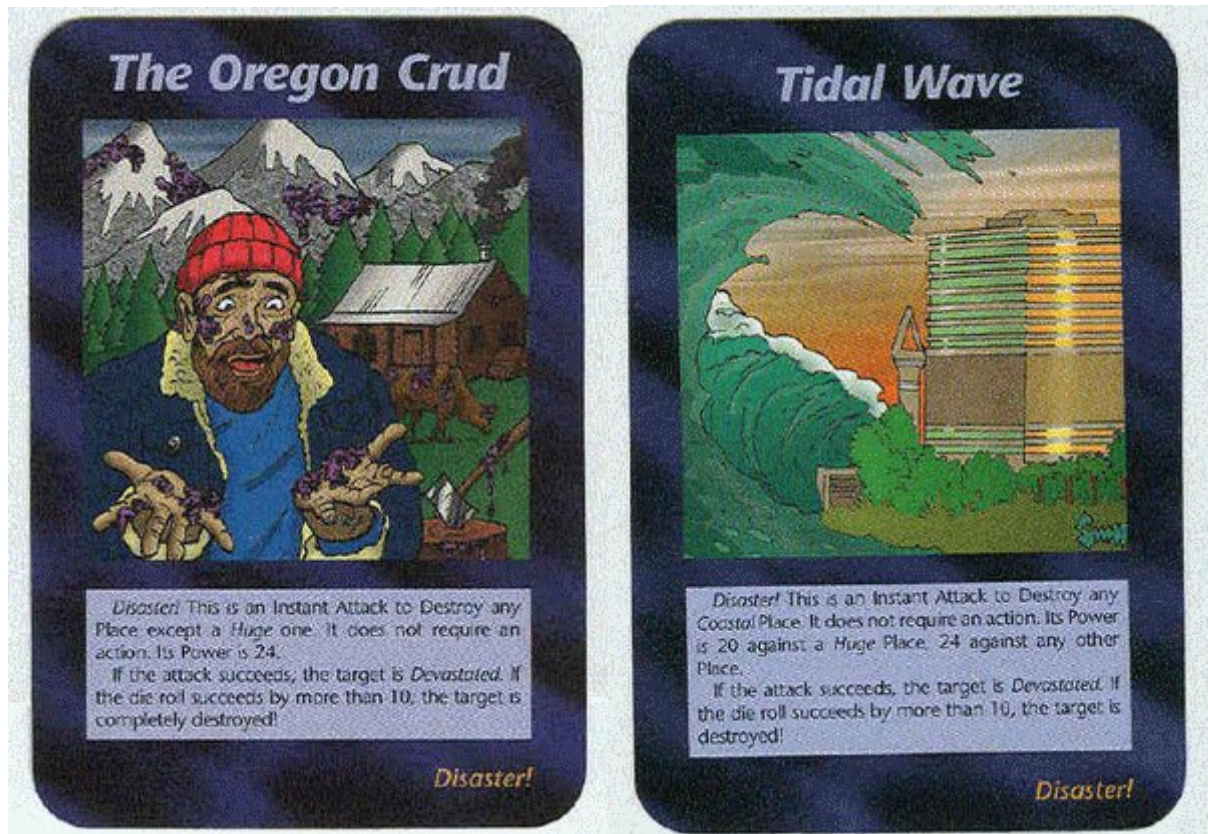
Isn't this the situation depicted here? This card shows a fire burning mightily in the center courtyard of the Pentagon, but the rest of the building looks undamaged enough so that normal activities could continue unimpeded!

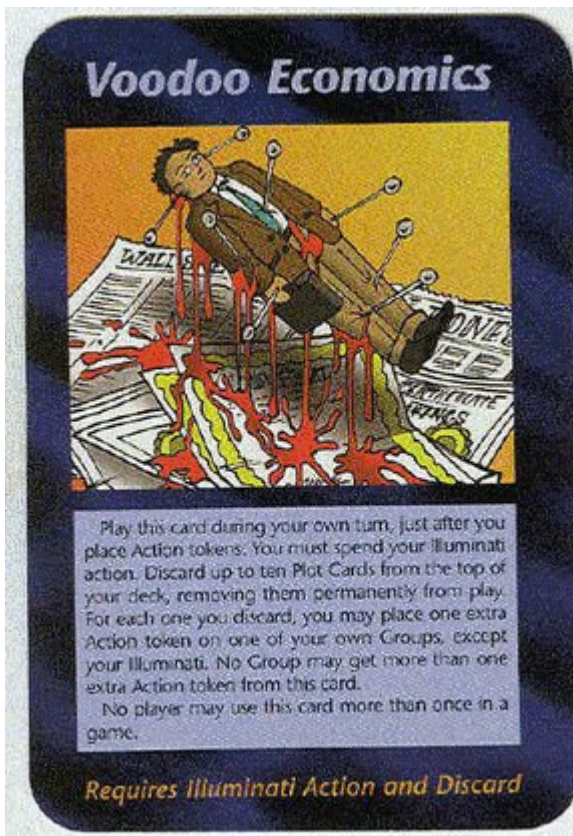
Thus, these two cards literally depict both of the strikes of 9/11: against the Twin Towers first and then against the Pentagon. This kind of accuracy 6 years before the attacks is possible only if one knows the Illuminati Plan very thoroughly.. Source

What other types of disasters might the Illuminati have planned for us? In the card game we find the following: Tidal wave, Oregon disaster (type not

stated), earthquake, hurricane, volcano, combined disasters, and meteor strike, just to name a few. Are you ready?

How stupid are the American people? How apostate? Now comes destruction, death and hell. Don't believe it? In total denial? You better stay in denial, for as the saying goes, ignorance is bliss, that is until you pay the piper. These cards are not made up, I have all of them, they were in fact made in 1990-1991 - PANIC -GLP



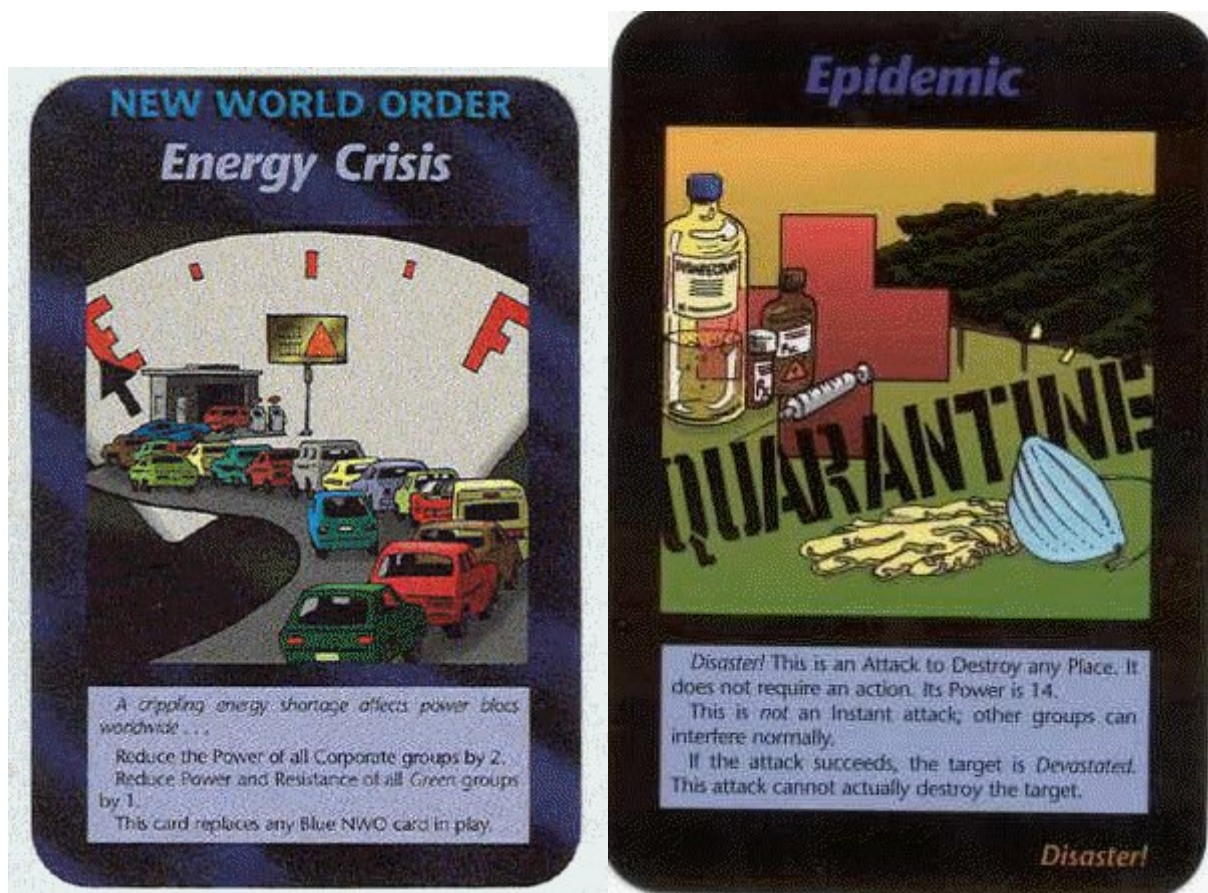


Notice the card in the third row with the plane pulling around a cloud i.e., chemtrails creating clouds.

The fellow who created these cards is obviously in on the Globalists plan for us.

I enlarged every card, over 350 of them and read them. Very telling of just how sick their plans are for us.

Card 102 on world energy crisis



Nobody has any idea what's in those secret recipes and when they find out, they will forget????

Fast Food Chains



Would you like fries with that?

Gives +6 on any attempt to destroy a Green group.

Would you like fries with that?

Nobody has any idea what's in those secret recipes. And when they find out, they forget again. The owner of this card can automatically hide two exposed Plots on his turn; no action is required.

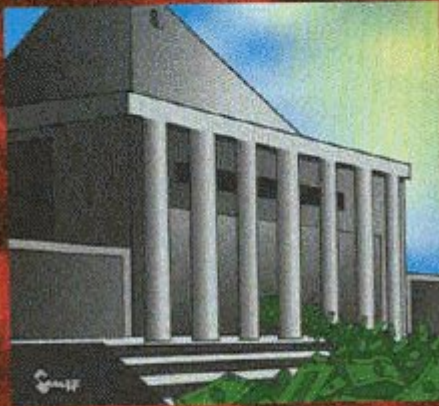
Order the fries, earthling!

POW2

RES4NCE

Straight,
Corporate

Federal Reserve



Gives a +6 on any attack against any Bank, and a +2 on any attack against any Nation or Corporate group.

50/13

RES7NCE

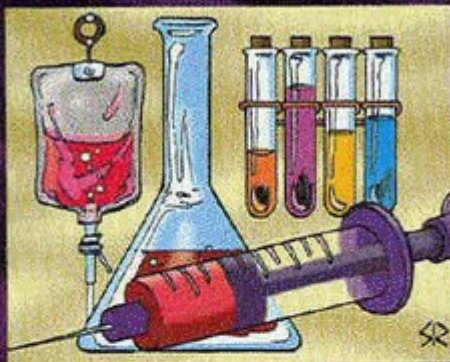
Government

Bank

NEW WORLD ORDER Gun Control



Immortality Serum



"By the way, if you join us, you can live forever. Interested?"

This card may be used for one Personality. Keep it unlinked until it is used. The link remains if the Personality is captured from you.

You may use it to take control of any just-played Personality, including one from another player's hand! No die roll is required. Link the card to that Personality. Now nothing can kill that Personality, including destruction of a Place he's linked to. He also has +5 against ordinary attacks to destroy.

You may also link it to a Personality you control.

Place

Illuminati University



Where do you go to learn the Things Man Was Not Meant To Know? Good old IOU!

You must pay "tuition" as long as you control IOU. At the end of each turn, you must discard one Plot or Group from your hand or the top of your deck, or discard IOU and return its puppets to your hand. But IOU, and its master, and its puppets, are all completely immune to Disasters and to Straight and Government groups.

And don't ask what the O stands for.

PO2ER

Weird

RES6ANCE

Science, Magic

International Weather Organization



All Places you control get a +6 to defend against any Disaster... but any Disaster you visit upon a rival, except in Space, has +4 Power.

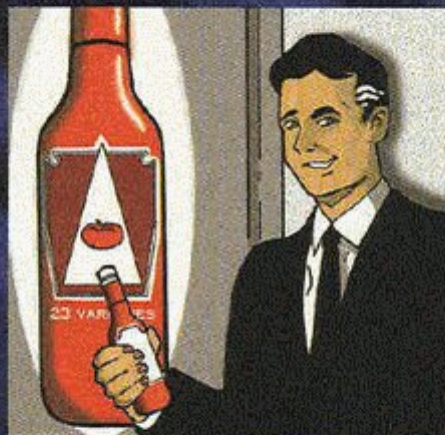
PO1ER

Straight,
Liberal

RESIS2ANCE

Computer,
Science

Ketchup is a Vegetable



Infiltrating government positions, your agents have deliberately announced stupid policies, undermining public trust.

Play this card along with any Attack to Destroy any Government group. The attack becomes Privileged, and you get a +5 bonus.



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